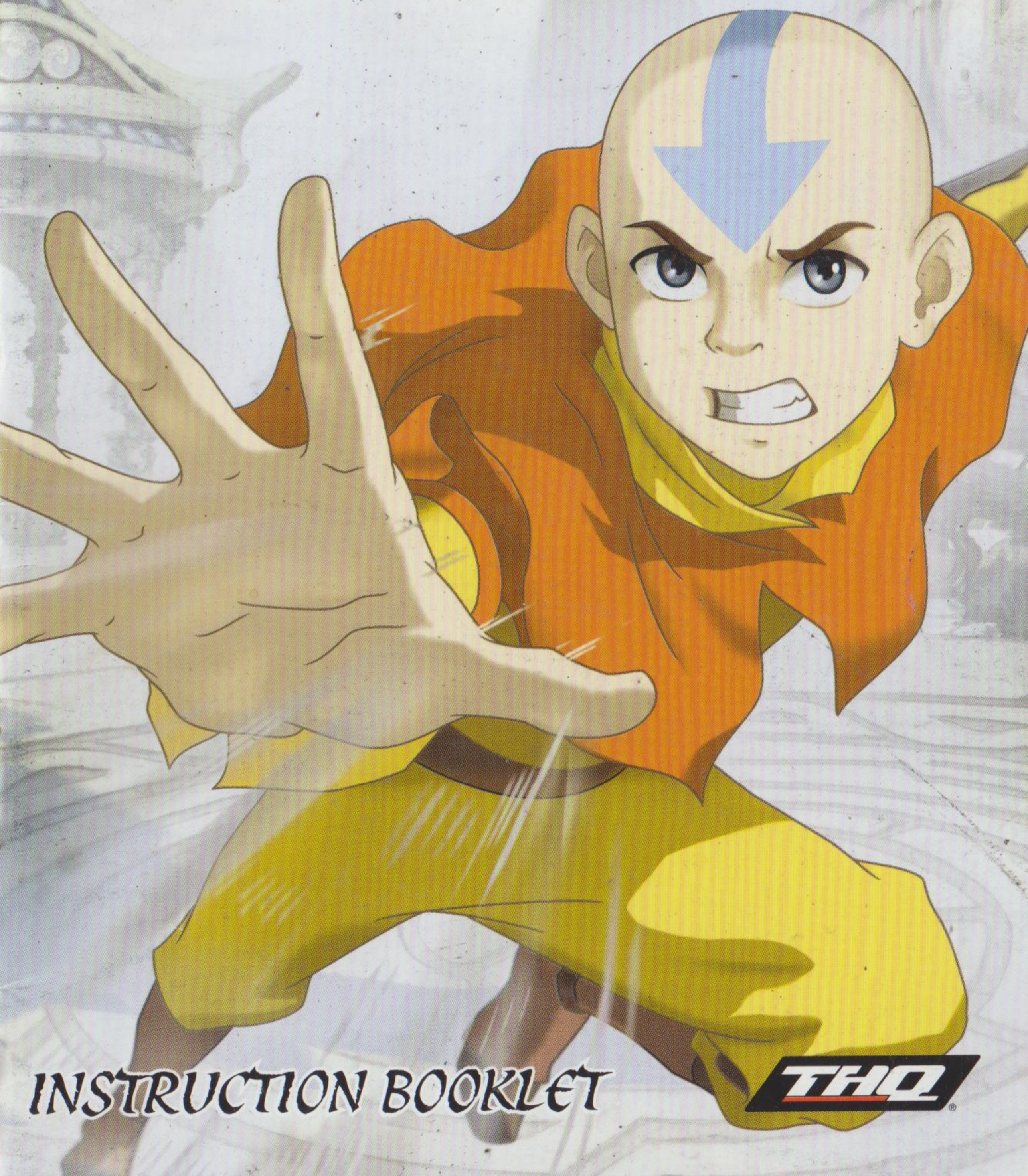
NICKELODEON™

降世神通 AVATAR

THE LEGEND OF AANG™



INSTRUCTION BOOKLET

THQ®

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

SLES-54188

1 Player • Memory Card (8MB) (for PlayStation®2) : 231KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

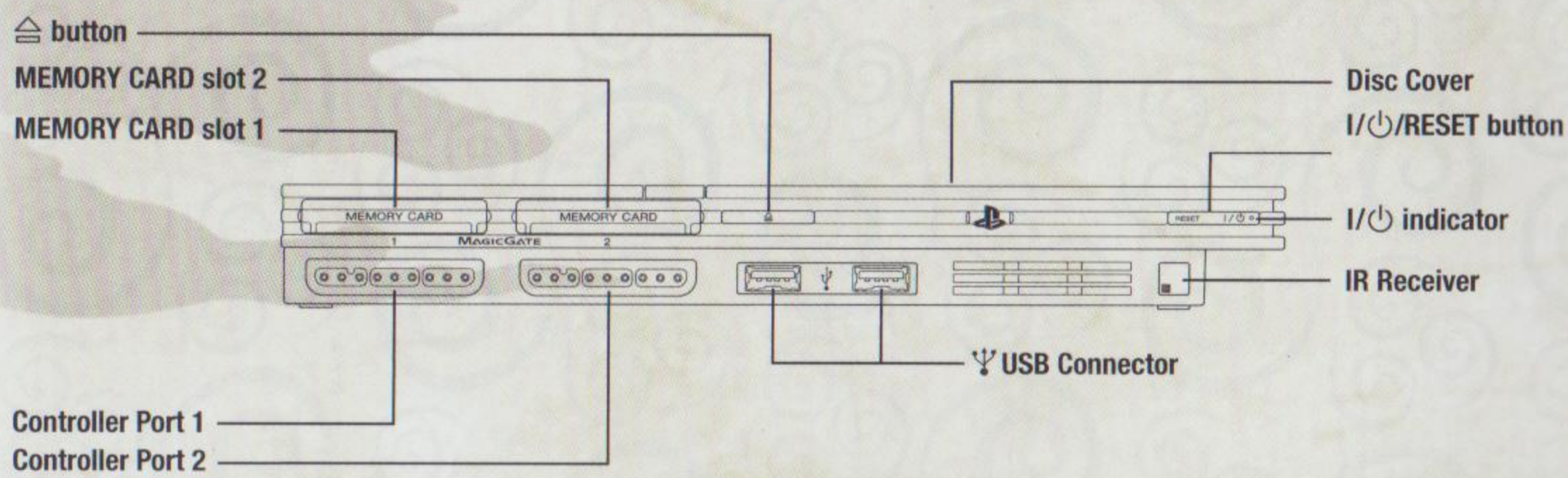
©2007 Viacom International Inc. All Rights Reserved. Nickelodeon, Nickelodeon Avatar: The Legend of Aang and all related titles, logos, and characters are trademarks of Viacom International Inc. Developed by THQ Australia Studios Pty Ltd. Exclusively published by THQ Inc. THQ, THQ Australia Studios and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.
Library programs © 1997-2006 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by THQ. Developed by THQ Australia Studios Pty Ltd.

CONTENTS

Getting Started 2
Controls 3
The Legend 5
Starting the Game 6
Game Menu 6
On Screen Display 7
Switching Characters 7
Pause Menu 8
In-Game Menu 9
Character Level and Experience Points 10
Chi 10
Talking to People 10
Quests 10
Items 11
Attributes 11
Crafting 12
Battle 12
Puzzles & Focus Moves 13
Stealth 13
Using Momo 13
Four Nations Mini-Game 14
Unlockables 14
Saving Your Game 14
Game Over 14
Credits 15
Limited Warranty 17
THQ Customer Services 20

GETTING STARTED

SCPH-70000 SERIES



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach game controllers and other accessories, as appropriate. It is advised that you do not insert or remove accessories once the power is turned on. Check that the system is turned on (the I/⏻ indicator is green). Press the ⏏ button button to open the disc cover. Place the Avatar: The Legend of Aang disc with the label side facing up in the disc holder, and then close the disc cover. Follow on-screen instructions and refer to this manual for information on using the software. Please make sure there is enough space on your memory card (8MB)(for PlayStation®2) before commencing play.

Please note, illustration may not match all PlayStation®2 console types. For owners of SCPH-30000 and SCPH-50000 series PlayStation®2 systems, please refer to the setup instructions provided with your system.

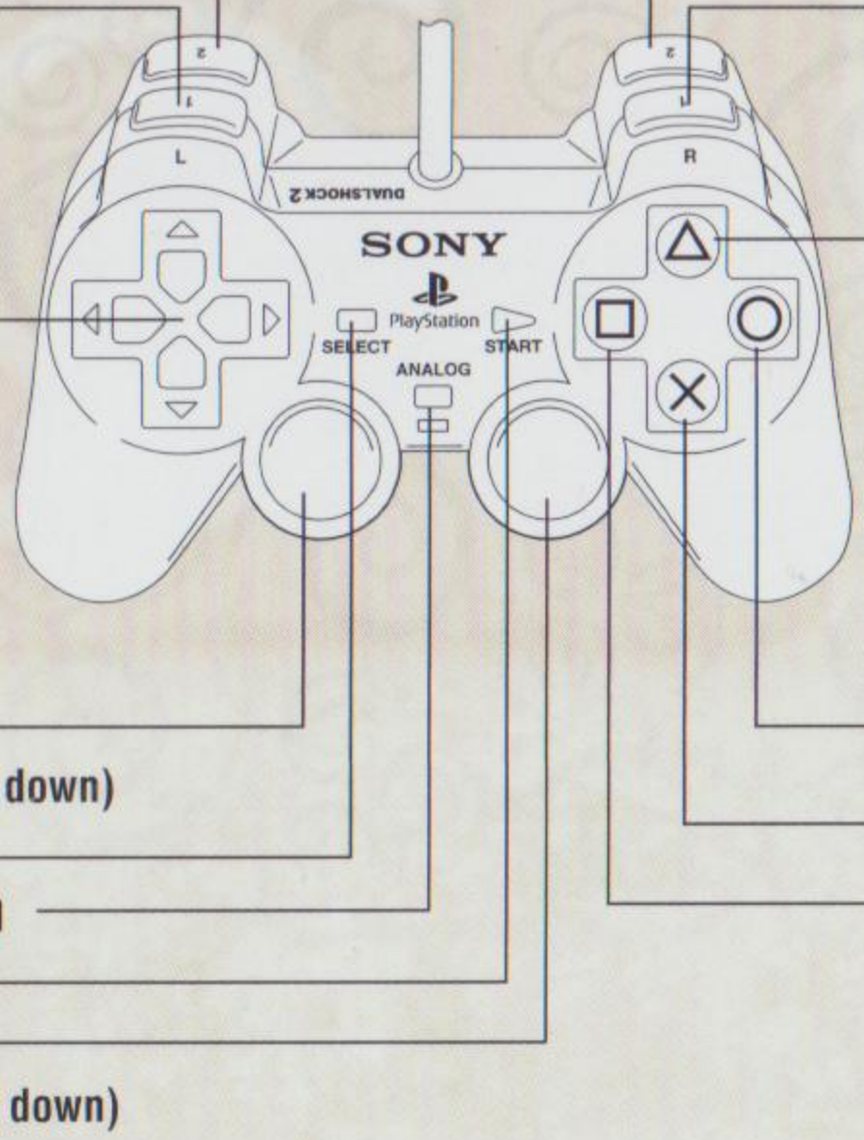
MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card (8MB)(for PlayStation®2) or any memory card (8MB)(for PlayStation®2) containing previously saved games.

This title supports English, German, French and Dutch languages. When the game starts up the language selection screen is displayed. Use the left analog stick to highlight the appropriate flag and press the ⊗ button to continue.

CONTROLS

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



Note: This game does not support a digital controller.

GAME MENU

Highlight menu selection	left analog stick
Highlight menu selection	directional buttons
Confirm menu selection	⊗ button
Back	△ button

IN GAME

Move character	left analog stick
Camera control	right analog stick
Select Aang	⬆ button
Select Haru	⬇ button
Select Katara	⬅ button
Select Sokka	➡ button
Interact with characters	△ button
Block attacks	□ button
Stealth	○ button
Attack / Screech as Momo	⊗ button
Hold to target / slide around enemy	L1 button
Use Health Medicine from inventory	L2 button
Enter / Exit Momo mode	L1 button + ○ button
Perform Advanced / Bending move #1	R1 button + △ button
Perform Advanced / Bending move #2	R1 button + ○ button
Perform Advanced / Bending move #3	R1 button + □ button
Perform Advanced / Bending move #4	R1 button + ⊗ button
Use Chi Medicine from inventory	R2 button
Pause game	START button
Open / Close in-game menu	SELECT button
Navigate in-game menu pages	L1 button / R1 button
Bring up map screen	R3 button/press down on the right analog stick

The Legend

In another age, power is balanced among four great Nations: Water, Earth, Fire, and Air. Leaders of each nation possess the ability to manipulate their native element. One alone is master of all four elements. He is the Avatar, human bridge between the Spirit and Physical worlds, one who must maintain world order. Upon the previous Avatar's death, the Fire Nation's leader launched a global war. His goal – eliminate the Water, Earth, and Air Nations so the Fire Nation can rule for eternity. With the Fire Nation on the brink of global domination, a young girl, Katara, and her brother, Sokka make an amazing discovery. Enclosed within an iceberg for 100 years, Aang, a 12-year old Airbender has miraculously survived.

Join Aang, Katara, Sokka, Appa, and Momo on a grand adventure which will expose a threat even greater than the Fire Nation!

STARTING THE GAME

Press the START button once the logo screen appears. This brings up the following menu:

NEW GAME: To create a new save game, insert a memory card (8MB)(for PlayStation®2). You can select from any of the three save slots to create your new game. If there are existing save games on the memory card (8MB)(for PlayStation®2), you may choose to save over these.

LOAD GAME: Select from any of the three save slots to load previously saved Avatar games.

After creating a new save game or loading an existing one, the game menu loads as described below.

GAME MENU

PLAY: Start the new game / Continue the previously loaded save game.

OPTIONS: Adjust game and sound options.

GAME OPTIONS: You can alter in-game options, change control options, set player auto-assign moves on/off.

SOUND OPTIONS: Alter the settings for sound effects as well as the volume for music and speech.

EXTRAS: View any unlockables that you have earned, enter secret codes, and view trailers for other Nickelodeon® games.

TITLE SCREEN: Quit the current game and return to the title screen.

On Screen Display

Each character on your team is shown on-screen in a list; the character you are currently controlling is at the top. Each character has a green bar showing health, and the purple bar showing Chi.

The mini-map shows the layout of the surrounding area. People with quests to give are shown as **BLUE** dots. People or places of interest to help finish quests are shown as **GREEN** dots. Traders are shown as **GOLD** dots. Enemies are shown as **RED** dots.

When you are given quests, arrows around the edge of the mini-map help lead you to people you need to talk to and places of interest.

While the team is in stealth mode an icon appears next to the mini-map showing how much longer the team will be hidden.

Whenever you receive or complete parts of quests, a pop up reminds you what to do.

The journal icon appears when new information is found; you can access the journal from the in-game menu.

The title bar shows the characters you can talk to, and also the health of enemies that you are fighting.

As you collect items, they fly into a bag; this represents your inventory. You can access the inventory from the in-game menu.

Switching Characters

Each character on the team has a different set of moves and is effective against different types of enemies. If you aren't having much luck against an enemy try switching the character you are using to attack. Push the directional buttons up, down, left or right to select Aang, Haru, Katara or Sokka. As a Waterbender, Katara is the healer of the team. When you are not controlling her, she tries to heal the team when they are in battle, but be careful to protect her from enemies.

Pause Menu

Pressing the START button displays the PAUSE MENU.

Resume
Return to the game.

Load Game
Load a previously saved game. All unsaved progress is lost!

Options
Alter in-game options.

Game Menu
Leave the current game and return to the game menu. All unsaved progress is lost!

In addition to the pause menu options, your current progress is also displayed.

Hidden Chests
These are special chests hidden around the chapter.

Momo Objects
Collect a number of objects that can only be found in Momo mode.

Set Items
In each chapter there are special items that belong together. If you collect and equip a complete set on a character, they will get much stronger!

Areas Found
The number of different areas to explore in each chapter are marked on the map with ?'s.

Quests Done
Each chapter has a number of unique quests to complete.

Chapter Complete
Shows a "Chapter Complete" percentage. Note that getting 100% is tough and you can finish a chapter without completing all quests or collecting all items.

In-Game Menu

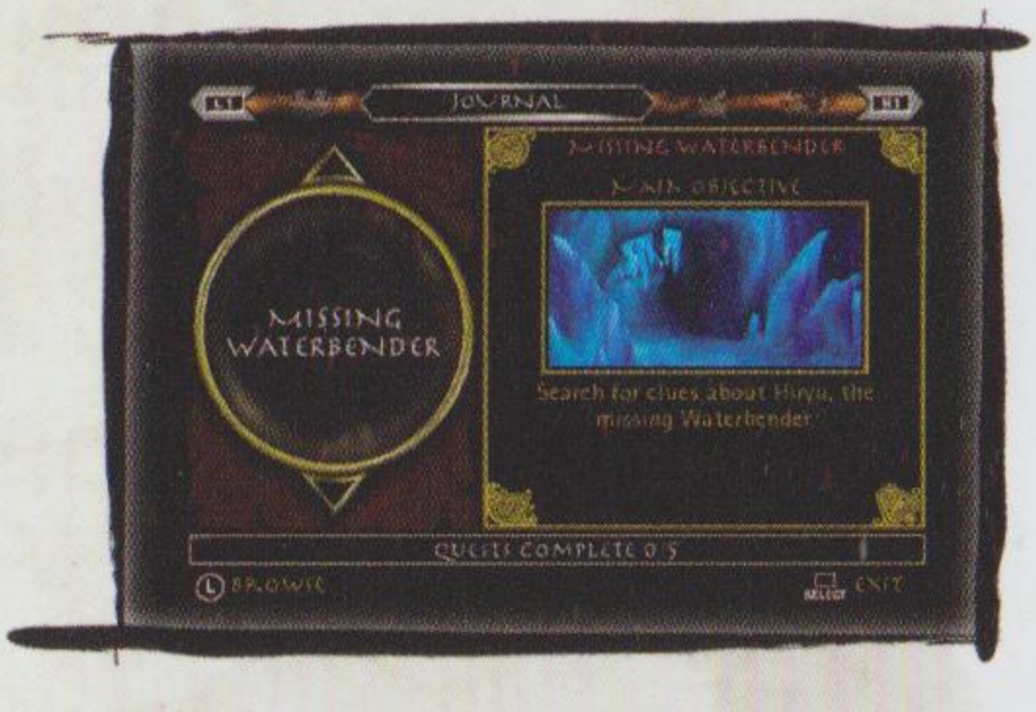
Pressing the SELECT button opens the in-game menu. Press the L1 or R1 buttons to go to the different pages of the in-game menu.

Inventory

Using the inventory you can equip each team member with items you may have found or earned during your adventure. By equipping items your character gets stronger. Using the directional buttons you can switch between team members the same way as in game.

Journal

The journal is where important information about quests is stored. You can refer to this at any time to check what it is you're supposed to be doing in your current quests.

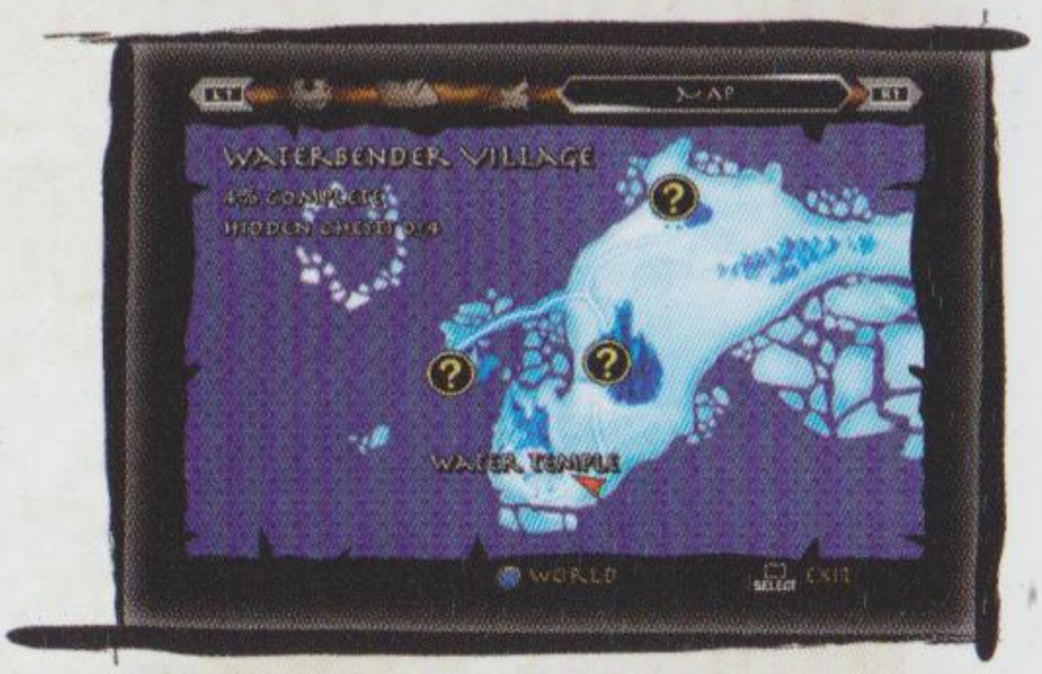


Moves

By default when you "level up" the team is given moves automatically. However, more experienced players may wish to alter how each character develops and which moves each character uses.

Map

The map shows where you are in the current chapter and how much of the chapter is complete. As you explore you reveal the areas marked with ?'s and the % complete figure rises. You can also buy Treasure Maps in the game to reveal where hidden chests are. The world map shows where you are in the Avatar world.



Character Level and Experience Points (XP)

Aang starts the game at "Level 1" with basic attack moves. As you defeat enemies, complete quests and collect items you receive experience points (XP). When your XP reaches certain figures your team "Levels Up" and becomes more powerful with all new Advanced moves!

Chi

Each character in your team has a Chi bar. Using Advanced moves costs Chi and it takes time for the Chi bar to fully refill. You cannot use an Advanced move if you do not have enough Chi, so be careful when you use them! If you are lucky you may find items that help your Chi bar refill quicker.

Talking to People

As you approach a character press the △ button to talk to them. When you talk to them you often have choices to make about what to say to them. Saying different things can get different results, and you may need to talk to people several times.

Quests

Characters with blue symbols above their heads have quests to give the team, just go and talk to them. They'll also appear on the mini-map as blue dots.

When the team has started a quest there are people or places they need to talk to or visit in order to complete it. These are shown as green dots on the mini-map, and the people to talk to have green symbols above their heads.

ITEMS

When the team collects items, either from defeating enemies or completing quests, they are added to the inventory. You may also buy and sell items with traders who you'll find in each chapter. Each item has various attributes which make the characters better in certain ways.

Normal items that appear with a **WHITE** glow are OK but Aang is hardly going to save the world with these. Try selling them to traders.

Superior items that appear with a **GREEN** glow are much better.

Unique items that appear with a **PURPLE** glow are rare and valuable.

Items from a set appear with an **ORANGE** glow. If you can collect all the items in a set and equip them on your character you will get bonus attributes on all the items!

ATTRIBUTES

HEALTH

The more health a character has, the more times they can be attacked before they are dishonored. Wearing items that increase your LIFE gives you more health.

CHI

Chi is used to cast Advanced moves. The more Chi you have, the more Advanced moves you can perform. Wearing items that increase your FOCUS gives you more Chi.

ARMOR

Armor absorbs damage, making it more difficult for an enemy to dishonor you. You can increase your armor by wearing items that increase your ARMOR or AGILITY.

LIFE

Wearing items with life increases your maximum health. Life also increases the damage of Katara's Advanced moves.

FOCUS

Wearing items with focus increases your maximum Chi. Focus also increases the damage of Haru's Advanced moves.

AGILITY

Wearing items with agility increases your ARMOR, because you're faster and stronger. Agility also increases the damage of Aang's Advanced moves.

STRENGTH

Wearing items with strength increases the damage done by your basic attack. Strength also increases the damage of Sokka's Advanced moves.

CRAFTING

You can find Artisans and Herbalists to trade items with in villages and towns in the Avatar world. They may also offer to craft useful new things for you, but you need to find and bring them the correct materials first.

BATTLE

BASIC ATTACKS

All of the team starts out with some basic attacks. Press the ⊗ button to make them perform an attack move.

As the team "Levels Up" they receive more powerful basic attacks. If you repeatedly press the ⊗ button they will perform combo moves which are more powerful.

BLOCKING ATTACKS

Press the ▢ button to block enemy attacks. You can't block every move but it is very useful to block close attacks from enemies.

ADVANCED ATTACKS

Hold the R1 button, and the "action panel" appears; this shows which Advanced moves are currently available to use. While the R1 button is held pressing the ⊗, △, ▢ or ◎ button performs an Advanced move. Remember you can only perform Advanced moves when you have sufficient Chi.

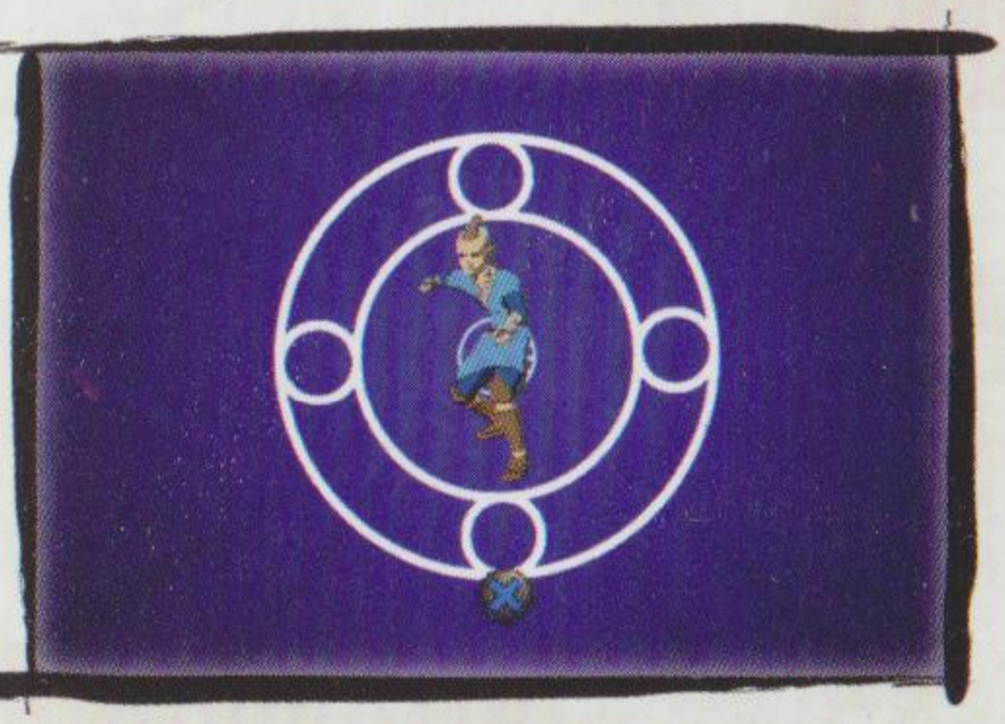
SUPER MOVE

If you string together many successful attack moves on enemies, your character performs a super move that attacks your enemy with one powerful blow!

Puzzles & Focus Moves

At some points in the game you need to perform "Focus Moves" to solve puzzles. Aang, Katara and Haru use special Bending moves, whereas Sokka uses special warrior attack moves.

When you get to a puzzle the prompt "Focus Move" appears. Press the △ button to attempt the "Focus Move". If the puzzle cannot be solved by the character you are controlling you need to switch characters and try again.



To perform the "Focus Move" you need to press the appropriate "action" buttons as they enter the targets on the outer ring. For each correct button press the characters will perform part of their focus move and the power of the move will grow. However, for each incorrect button press the power of the move decreases. If you miss too many button presses you can fail the focus move and will have to try again.

Stealth

Press the ○ button to enter stealth mode. The team will fade out and they are temporarily invisible to enemies. An icon appears next to the mini-map showing how much longer the team will be invisible; when the stealth timer runs out the team is visible again.

You may press the ○ button again to make the team exit stealth mode. Additionally if you perform any attack moves the team exits stealth mode and will be visible to enemies.

Once you have exited stealth mode you may not enter it again for a short period of time. An icon next to the mini-map shows how much longer before stealth mode may be used again. As well as using stealth to sneak into different areas it can also be used to creep up behind enemies and attack them.

Using Momo

The team needs to use Momo from time to time to complete tasks. To use Momo press the L1 and ○ buttons together. Momo sees and hears the world differently from the rest of the team, and if you're lucky you'll find some extra items that only Momo can see. Collecting these Momo items increases your % complete in each chapter. Enemies don't see Momo as a threat and ignore him, so he can go almost anywhere unhindered.

As a mischievous lemur Momo can scare people by screeching at them. Press the ✕ button to make Momo screech.

Four Nations Mini-Game

Some characters in the game ask you to play a mini-game called "Four Nations". This is a tile game based on the four different nations in the Avatar world; Air, Earth, Fire and Water. You can play for valuable items that may help you on your adventures, or sometimes just for fun!

The goal of the game is to use all your tiles, or play a tile which your opponent cannot play a tile in reply to.

To play a tile, you must match the current element that is on the board. So if an Air tile is on the board you must play an Air tile and so on.

If you play a "Double tile", you are automatically given a bonus move!

If you are lucky you can find an "Avatar tile" – this can be played at any time as a "wild card" and is very useful if you don't have the right tile to play next.

Unlockables

As your adventure progresses, you will unlock Galleries showing some of the amazing art that went into the making of the Avatar game!

Also, look out for Secret Codes that can be entered into the Code Entry screen in the Game Menu to unlock special abilities within the game!

Saving Your Game

In each chapter you will find a number of save points. As you approach them the prompt "Save" will appear. Press the △ button if you wish to save your progress. The save game screen will show your current progress; this shows how many quests have been completed, areas found on the map, special items, etc.

You must first choose which MEMORY CARD Slot to use, and then which game save slot to use. You can either save into an empty slot, or over-write an existing save game.

Game Over

When one of your characters runs out of health they are dishonored and control is switched to one of the other characters. If all your characters run out of health it is game over, but you can reload a previous save game and continue your adventure.

CREDITS

THQ STUDIO AUSTRALIA

LEAD DESIGNER
Ken Williamson

LEAD PROGRAMMER
Craig James

LEAD ARTIST
Donnie Madsen

LEAD ANIMATOR
Dru Muller

LEAD TESTER
Marc Speakman

LEAD AUDIO DESIGNER
Scott Ryan

DESIGNERS
Mark Grossman
Jeremy Hamilton
Mihajlo Naumovic
Tony O'Dempsey
Matt Ota
Gerald Poon
Trevor Smith
Rahni Tucker
Paul Twomey
Scott West

PROGRAMMERS
Brendan Brewster
Luke Cooper
Ben Crossman
Alex de la Mare
Jade Lee
Kristian O'Dempsey
Tim Paech
Marty Portier
Nigel Robinson
Kazys Stepanas
Kim Watson
Ben Wooller

ARTISTS
Chris Archer
Matt Bissell
Brendan Bottomley
Mark Brown
Simon Connolly
Hannah Crosby
Suzanne Dunstan
Tanya Hempson
Keith Hibbert
James Laca
Gerhard Mozsi
Andrew Seyderhelm
Daniel Tseng
Brenton Wright

ANIMATORS
Ryan Daniel
Michelle Hapke
Daniel Harris
Warwick Mellow
Damian Pin
Dave Shaw
Geoff Suttor

TESTERS
Daniel John
Lauren Pears
Neil Robins
Philip Riek

VICE PRESIDENT
Steve Dauterman

GENERAL MANAGER
Steve Middleton

DIRECTOR OF PRODUCTION
Jon Cartwright

DESIGN DIRECTOR
Dave MacMinn

TECHNICAL DIRECTOR
Matt Riek

QA MANAGER
Nizam Abdallah

TECH TEAM
Lachlan Bland
Jeff Brasket
Pete Featherstone
Tim Groth
Benn Vosseteig

OFFICE ADMINISTRATION
Lauren Baldwin

SYSTEM ADMINISTRATION
David Wall

LICENSOR MANAGER
Victor Rodriguez

GLOBAL LOCALIZATION MANAGER
Amy Small

ADDITIONAL THANKS TO
All our partners and families for their support
Roy Tessler
The teachers and students of St. Ignatious School
Game Monkey Scripting System
Ramon the monkey
Guru

MUSIC
Original Music composed, directed and produced by Daniel Fournier, Digital Archives Network

Uses Bink Video. Copyright © 1997-2006 RAD Game Tools, Inc.

FMOD Sound System, copyright © Firelight Technologies Pty, Ltd., 1994-2006.

ORIGINAL STORYLINE
Flint Dille, Union Entertainment

VO CASTING AND PRODUCTION
VoiceWorks Production Inc

VO DIRECTORS
Douglas Carrigan
Zach Hanks

ADMINISTRATION
Monique Nelson

RECORDING STUDIO
Atlantic Group, Santa Monica, CA

ENGINEER
Jaimie Seidow

VOICE TALENT

AANG
Zach Tyler Eisen

KATARA
Mae Whitman

SOKKA
Jack DeSena

ZUKO
Dante Bosco

APPA / MOMO
Dee Bradley Baker

HARU
Michael Dow

THE MAKER
Gwendoline Yeo

KING BUMI
Andre Sugliuzzo

ADDITIONAL CHARACTERS
Andre Sogliuzzo
Barry Dennen
David Cooley
Dee Bradley Baker
Gwendoline Teo
James Horan
Jim Ward
Jocelyn Blue
Keith Ferguson
Kevin Michael Richardson
Kim Mai Guest
Nolan North
Robin Atkin Downes
Saffron Henderson
Susan Boyd Joyce
Victor Brandt
Yuri Lowenthal

THQ INC.

LICENSOR MANAGER
Victor Rodriguez

GLOBAL LOCALIZATION MANAGER
Amy Small

QUALITY ASSURANCE

DIRECTOR, QUALITY ASSURANCE
Monica Vallejo

QA MANAGER
Mario Waibel

TEST SUPERVISOR
David Sapienza

TEST LEAD
Joel Dagang

TESTERS
Alex Rangel
Benjamin Jones
Brad Loffswold
Carlos Flores
Carmelo Consiglio
David Legois
Evan Jackson
Jarad Coats
Jason Ferrero
Krystle Wallis
Lori Androsczuk
Michael Manley
Michael Zlotnicki
Nestor Escobar
Rick Johnson
Samuel Ho
Sanjay Patel

FIRST PARTY SUPERVISOR
Jason Tani

FIRST PARTY SPECIALISTS
Arielle Jayme
Darryl Matthews
Jennifer Henschel
Nathan Bell

QA TECHNICIANS
Richard Jones
David Wilson

MASTERING LAB TECHNICIANS
Charles Batarse
Glen Peters
Anthony Dunnet
Thomas Arnold

DATABASE APPLICATIONS ENGINEER
Jason Roberts

GAME EVALUATION TEAM
Sean Heffron
Scott Frazier
Matt Elzie

MARKETING

SENIOR VICE PRESIDENT-WORLDWIDE MARKETING
Bob Aniello

DIRECTOR – GLOBAL BRAND MANAGEMENT
John Ardell

SENIOR GLOBAL BRAND MANAGER
Danielle Conte

BRAND MANAGER
Ali Bouda

MARKETING COORDINATOR
Sam Guilloud

CREATIVE SERVICES

DIRECTOR – CREATIVE SERVICES
Howards Liebeskind

CREATIVE SERVICES MANAGER
Kirk Somdal

CREATIVE SERVICES COORDINATOR
Lindsey Talbot

MANUAL TEXT
Keith M. Kolmos

PACKAGING LAYOUT AND DESIGN
Bryan Frodente

MEDIA RELATIONS

VICE PRESIDENT OF COMMUNICATIONS
Liz Pieri

DIRECTOR OF MEDIA RELATIONS
Kristina Kirk

MEDIA RELATIONS MANAGER
Kathy Mendoza Bricaud

MEDIA RELATIONS COORDINATOR
Gretchen Armerding

SPECIAL THANKS
Jenni Carlson
Ian Curran
Brian Farrell
Jack Sorensen
Kelly Flock
Germaine Gioia
Jim Kennedy
Lupe Ocaranza
Terri Schiek
Jeremy Taylor

THQ INTERNATIONAL

SVP EUROPEAN PUBLISHING
Ian Curran

DIRECTOR, GLOBAL BRAND MANAGEMENT
Michael Pattison

SENIOR GLOBAL BRAND MANAGER
Karine Goethals

ASSISTANT GLOBAL BRAND MANAGER
Trevor Burrows

GLOBAL PR MANAGER
Guy Cunis

INTERNATIONAL ART DIRECTOR
Till Enzmann

DTP OPERATOR (ICS)
Anja Johnen
Detlef Tapper
Dirk Offenberg
Jens Spangenberg
Jörg Stauvermann
Ramona Sackers
Ramona Stell

EUROPEAN LOCALISATION DIRECTOR
Susanne Dieck

EUROPEAN LOCALISATION ENGINEER
Bernd Kurtz

UK MARKETING DIRECTOR
Richard Williams

UK PRODUCT MARKETING MANAGER
Jon Rooke

UK ASSOCIATE PRODUCT MARKETING MANAGER
Elizabeth Blackman

UK SENIOR PR MANAGER
Sam Forrest

UK PR MANAGER
Greg Jones

UK & EXPORT PR MANAGER
Helen Jones

EXPORT SALES & MARKETING MANAGER
Gayle Shepherd

MARKETING DIRECTOR, GERMANY
Paul Ashcroft

SENIOR PRODUCT MANAGER, GERMANY
Claus Schmidt

HEAD OF PR, GERMANY
Georg Reckenthäler

PR MANAGER, GERMANY
Jochen Langenbach

MARKETING DIRECTOR SPAIN
Pablo Camacho

PRODUCT MANAGER, SPAIN
Javier Mañú
Fermin Garcia Fueyo

PR MANAGER, SPAIN
Jorge Nicolás Vázquez

VICE PRESIDENT ASIA PACIFIC
Martin Good

SENIOR PRODUCT MANAGER, ASIA PACIFIC
Elizabeth Kotevska

PR MANAGER, ASIA PACIFIC
Katherine Charles

MARKETING DIRECTOR, FRANCE
Sébastien Wadoux

SENIOR PRODUCT MANAGER, FRANCE
Benoit Bohet
Jérémy Goldstein

ASSISTANT PRODUCT MANAGER, FRANCE
Joanna Demeure

PR MANAGER, FRANCE
Jerome Benzadon
Christelle Carteron

MARKETING MANAGER, BENELUX
Robin Wolff

SPECIAL THANKS
Annie Sullivan
Jeroen Pompen
Miguel Canut
Rory Donnelly
Roy Campbell
Rodney Block

NICKELODEON

EXECUTIVE VICE PRESIDENT, NICKELODEON DIGITAL
Stephen Youngwood

VICE PRESIDENT, MARKETING, NICKELODEON DIGITAL
Stacey Kaufman

VICE PRESIDENT, DIGITAL MEDIA PRODUCTS, NICKELODEON DIGITAL
Paul Jelinek

SR. DIRECTOR, DIGITAL GAMES, NICKELODEON DIGITAL
Shaul Olmert

DIRECTOR, GAMES DEVELOPMENT, NICKELODEON DIGITAL
David Bergantino

MARKETING MANAGER, NICKELODEON DIGITAL
Jack Daley

MARKETING MANAGER, NICKELODEON DIGITAL
Stephanie Bond

COORDINATOR, NICKELODEON DIGITAL
Dan Boldin

VP/CREATIVE DIRECTOR, LICENSING, NICKELODEON CREATIVE RESOURCES
Tim Blankley

CREATIVE DIRECTOR, ENTERTAINMENT PRODUCTS, NICKELODEON CREATIVE RESOURCES
Daniel Moreton

SENIOR DESIGNER, INTERACTIVE, NICKELODEON CREATIVE RESOURCES
Rob Lemon

JUNIOR DESIGNER, INTERACTIVE, NICKELODEON CREATIVE RESOURCES
Jason Diorio

COORDINATOR, COPY/CONTENT, NICKELODEON CREATIVE RESOURCES
Kristen Yu

AVATAR IP MANAGER, NICKELODEON CREATIVE RESOURCES
Chris Grant

NICKELODEON WOULD LIKE TO THANK:
Linnette Attai
Justine Briskman
Leigh Anne Brodsky
Eric Coleman
Russell Hicks
Jenna Luttrell
Andrew Potter
Russell Spina

SPECIAL THANKS TO:
Mike DiMartino
Bryan Konietzko

BINK VIDEO

LIMITED WARRANTY

THQ International warrants to the original purchaser of this THQ International product that the medium on which the computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This THQ International software is sold „as is", without express or implied warranty of any kind resulting from use of this program. THQ International agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any THQ International product, postage paid, with proof of purchase, at its Customer Service centre. Replacement of this Game Disc, free of charge to the original purchaser is the full extent of our liability.

Please allow 28 days from dispatch for return of your Game Disc.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the THQ International product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING OR OBLIGATE THQ INTERNATIONAL. ANY IMPLIED WARRANTIES OF APPLICABILITY TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL THQ INTERNATIONAL BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS THQ INTERNATIONAL PRODUCT. THIS IN NO WAY AFFECTS YOUR STATUTORY RIGHTS.

This computer program and its associated documentation and materials are protected by both National and International copyright law. Storage in a retrieval system, reproduction, translation, hiring, lending, broad-casting and public performances are prohibited without express written permission of THQ International.

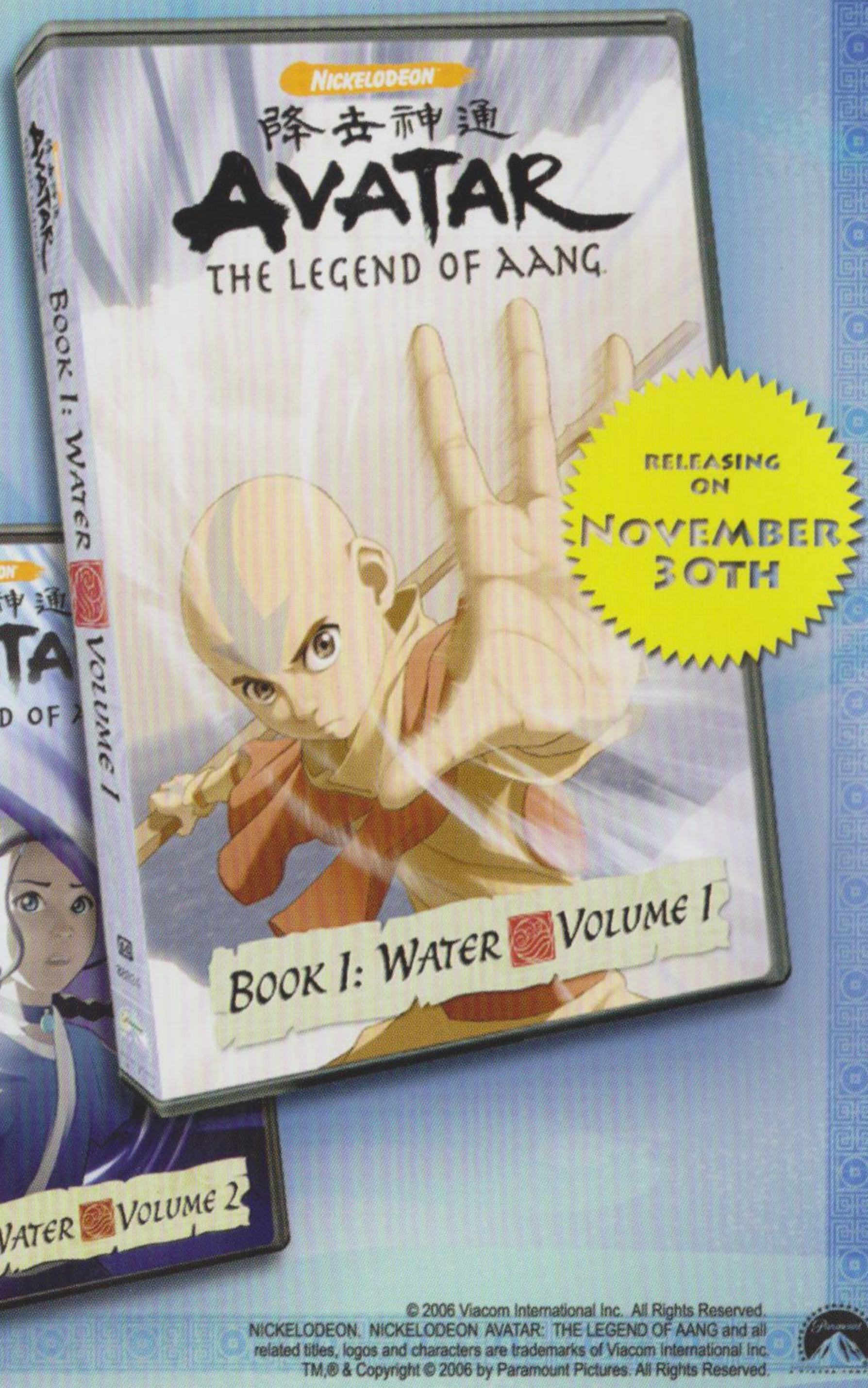
THQ ASIA PACIFIC
LEVEL 8, 606 ST. KILDA ROAD, MELBOURNE, VIC 3004, AUSTRALIA

NICKELODEON™

降去神通

AVATAR

THE LEGEND OF AANG



© 2006 Viacom International Inc. All Rights Reserved.
NICKELODEON, NICKELODEON AVATAR: THE LEGEND OF AANG and all related titles, logos and characters are trademarks of Viacom International Inc.
TM,® & Copyright © 2006 by Paramount Pictures. All Rights Reserved.

Notes

THQ Customer Services

AUSTRALIA

Technical Support and Games Hotline
1902 222448
Call costs **$2.48** (incl GST) per minute
Higher from mobile/public phones

DEUTSCHLAND

Tel. **09001 505511**
(€ 0,99/Min. aus dem Festnetz der DTAG)
für **spielinhaltliche** Fragen
Mo.-Sa. von 11.00–21.00 Uhr

Tel. **01805 605511**
(€ 0,14/Min. aus dem Festnetz der DTAG)
für **technische** Fragen
Mo.-Sa. von 11.00–21.00 Uhr

Internet: **http://www.thq.de/support**
(Online-Formular für schriftliche Anfragen)

ESPAÑA

Correo: THQ Interactive Entertainment España S.L.U.,
Avenida de Europa 19, Edificio I 1° B,
Pozuelo de Alarcón, 28224 Madrid, ESPAÑA,
Tlf. **91799 1990** (De Lunes a Viernes de 10.00 a 13.30 horas y de 16.00 a 18.00 horas)

El precio de la llamada es el precio de una llamada convencional sujeto a los precios establecidos por cada compañía telefónica.

FRANCE

Trucs et astuces : **08 92 68 24 27** (0.34€ la minute)

ITALIA

È inoltre possibile accedere al nostro
Servizio Assistenza Tecnica
on-line compilando un semplice form:
http://www.halifax.it/assistenza.htm

Tel. **024 130345**
(Dal lunedì al venerdì, dalle ore 14 alle ore 19)

E-mail: **assistenza@halifax.it**

Tariffa urbana per chi chiama da Milano, interurbana per chiamate provenienti da altri distretti

NEDERLAND

Als je technische problemen met dit spel ondervindt, kun je contact opnemen met de technische helpdesk in Groot-Brittannië:

Telefoon **+44 87 06080047**
(nationale/internationale telefoontarieven zijn van toepassing)

ma t/m vr 8.00 tot 19.00 (GMT)
za 9.00 tot 17.00 (GMT)

ÖSTERREICH

Tel. **+49 1805 705511** (Die Kosten entsprechen einem Auslandsgespräch nach Deutschland)
für **spielinhaltliche** Fragen
Mo.-Sa. von 11.00–21.00 Uhr

Tel. **+49 1805 605511** (Die Kosten entsprechen einem Auslandsgespräch nach Deutschland)
für **technische** Fragen
Mo.-Sa. von 11.00–21.00 Uhr

Internet: **http://www.thq.de/support**
(Online-Formular für schriftliche Anfragen)

PORTUGAL

Informações de Jogos, Truques e Dicas,
liga: **256 836 273**
(Número sujeito ao tarifário normal da Portugal Telecom)
apoioaoconsumidor@ecofilmes.pt
HORÁRIO DE FUNCIONAMENTO das 17.00h às 19.00h
Todos os dias úteis

SERVIÇO DE ASSISTÊNCIA TÉCNICA
Liga: **707 236 200**
HORÁRIO DE FUNCIONAMENTO das 14.00h às 17.30h
Todos os dias úteis. Número Único Nacional:
€ 0,11 por minuto

SUISSE/SCHWEIZ/SVIZZERA

Tel. **+49 1805 705511** (Die Kosten entsprechen einem Auslandsgespräch nach Deutschland)
für **spielinhaltliche** Fragen
Mo.-Sa. von 11.00–21.00 Uhr

Tel. **+49 1805 605511** (Die Kosten entsprechen einem Auslandsgespräch nach Deutschland)
für **technische** Fragen
Mo.-Sa. von 11.00–21.00 Uhr

Internet: **http://www.thq.de/support**
(Online-Formular für schriftliche Anfragen)

UK

Telephone: **+44 (0)87 06080047**
(national/international call rates apply)
(Mon-Fri 8.00 am to 7.00 pm,
Sat 9.00 am to 5.00 pm)

Online:
Register your game at **www.thq.co.uk**
for FAQs and full online support

01/07

Customer Services Numbers

• Australia — **1300 365 911**

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Österreich — **0820 44 45 40**

0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **70 12 70 13**

Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**

0,12 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00 32 106 782 000**

Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**

Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **199 116 266**

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **23 436300**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **81 55 09 70**

Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**

Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 25**

Mån-Fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK (network gaming only) — **08702 42 22 99**

• UK (all other enquiries) — **08705 99 88 77**

National rate. Calls may be recorded for training purposes. Please call these Customer Service numbers only for hardware support of PlayStation products.

www.nick.com/avatar

www.THQ.com.au

THQ ASIA PACIFIC
Level 8, 606 St. Kilda Road, Melbourne, VIC 3004, Australia

SLES-54188

"PlayStation", "PlayStation", "△ ○ ✕ □" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

4005209082303